Cynthia Zhou

EDUCATION

University of California - Los Angeles, Los Angeles, CA

Expected Graduation: December 2020

- Bachelor of Sciences, Cognitive Science – Specialization in Computing
- Cumulative GPA: 3.385

EXPERIENCE

Website Developer, *CRESST* — HTML, CSS, PHP

April - June 2019

- Designed the user interface for a website to inform research participants of important updates and provide file transfer options between participants and researchers
- Constructed a file drag and drop area that enables multiple files to be uploaded to the backend and stored within a database using PHP and CSS
- Implemented sticky navigation bar with CSS that offers access to multiple HTML pages

Frontend Developer, *Bruin Bite* — Swift, HTML

April - October 2018

- Implemented front-end user interface designs for user profile creation, dining hall menu displays, and user match screens using Swift
- Developed auto-layout constraints to uniformly scale the front-end user interface across multiple iPhone devices for viewing consistency
- Implemented a user-responsive color fade transition with CSS for a collection of images

PROJECTS

Handwritten Digit Recognizer — Python, Keras, TensorFlow

January - March 2019

- Built a 5 layer convolutional neural network with Keras and TensorFlow to recognize handwritten digits
- Investigated the overall shape, structure, and edges of handwritten digits as potential features for recognition
- Trained the network with images of handwritten digits and tested the network with distorted image data

Compass App — React Native, Expo

April 2019

- Developed a mobile app that enables users to browse through popular tourist destinations and construct personalized travel itineraries using React Native on the Expo platform
- Implemented front-end user interface designs of the search screen and results page

Photo Sharing App (Phare) — Swift

July - August 2018

- Designed the user interface for an iOS app that supports automatic photo sharing through joinable servers
- Implemented Facebook authentication for user login with Swift
- Stored user information in a database and sent access tokens to the backend server

Dimensional Professional VR Game — Unity, C#

August - September 2018

- Designed and implemented a full scale VR puzzle solving experience by using Unity's native C# environment
- Implemented user-interactive game mechanics, such as changing in-game object materials based on proximity
- Created auditory cues of in-game companion that followed the user with C#
- Modelled and textured 3D assets in Maya and imported into Unity

CONTACT

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https://github.com/Cyncia

SKILLS

C++, C, Python, Swift

HTML, CSS, PHP

Maya, Unity, C#

Javascript, OCaml

RELEVANT COURSEWORK

Human Computer Interaction

Neural Networks

Data Structures and Algorithms

Computer Organization

Operating Systems